

PORTLAND

RETRO GAMING

EXPO PROGRAM

featuring:

EXHIBITORS

arcade

TOURNAMENTS

pinball

SPECIAL GUESTS AND SPEAKERS

console games

EXCLUSIVE HOME BREW GAMES

live auction

FALL 2015



A CLASSIC
CELEBRATION

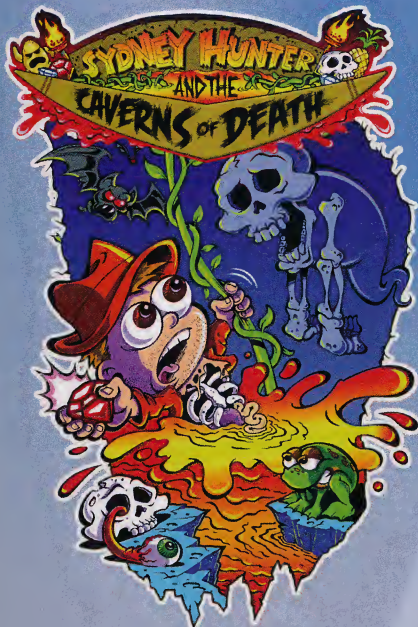
CollectorVision Games

SYDNEY HUNTER
AND THE SHRINES OF PERIL

SPACE RAO

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Be a Knight?

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RACING**



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Wii U PS4 XBOX ONE**

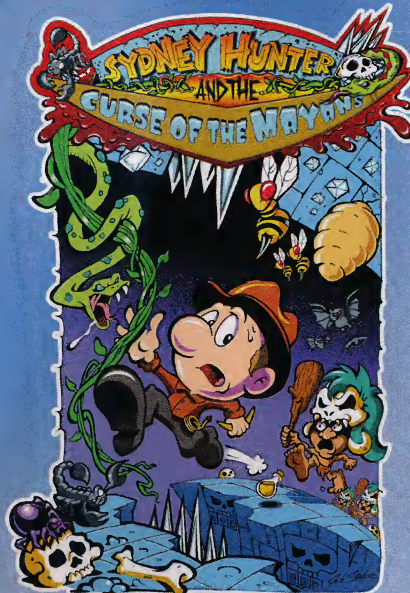
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WELCOME TO THE 2015 PORTLAND RETRO GAMING EXPO!

Dear Attendee,

As the PRGE board, it is our pleasure to welcome you to the 10th annual Portland Retro Gaming Expo in Portland, Oregon.

This is a landmark event for us and we could never have imagined the growth both in size and attendance that we have enjoyed in the 10 years since our first event at the Quality Inn ballroom in Vancouver, WA in 2006.

Even with the amazing growth, the vision we have stayed true to for 10 years is to put on a convention by gaming fans, and for gaming fans. While it's tempting to broaden the scope of an event such as PRGE when you start to see success, we have remained focused on our foundation of providing interesting speakers, a world-class arcade, and a large base of retro gaming-related exhibitors. Our status as a non-profit organization, operated strictly through the contributions of our amazing volunteers, has allowed us to keep our admission fees low for a show our size and to attract exhibitors that might not normally be able to afford to be part of a convention like PRGE.

We're looking forward to sharing an amazing weekend with you, hope you make some new friends and encourage you to spend some time learning about the origin and history of video games from some of the history-makers themselves.

Game on.

The staff of the Portland Retro Gaming Expo

This year you should notice people with these awesome logos on the back of their shirts. What are these people? They are the 1-Ups our awesome army of volunteers.

Feeling lost, confused, need directions to nearest castle or maybe want to show someone your latest score from a vendor? Find one of them scattered throughout the show and they will help you right away. The shows staff would sincerely like to thank them with the utmost gratitude and sincerity. Plain and simple the show would not run/work/happen without them.

THANK YOU TO ALL OUR 1-UPS!



SHOW SCHEDULE

SATURDAY • OCTOBER 17, 2015

7:00 AM • Presale tickets can be picked up at the Will Call starting at this time

8:00 AM • Tickets go on sale at the door

9:00 AM • Main show floor opens for presale badge holders

10:00 AM • Main show floor opens for all attendees

10:00 AM-6:45 PM • Speakers & Panels in auditoriums

12:00 PM-5:00 PM • Video gaming tournaments (on main show floor)

5:30 PM • Exhibitor floor closes for the day. Arcade remains open until Midnight
Restaurant inside the show hall will remain open until 11:00 PM.

6:00 PM-6:30 PM • Live Auction Registration in Auditorium A

6:30 PM-8:30 PM • Live Auction in Auditorium A

8:00 PM-11:30 PM • Live Music in Auditorium B

12:00 AM • Arcade closes. PRGE is closed for the evening.

SUNDAY • OCTOBER 18, 2015

10:00 AM • Main show floor opens for all attendees

10:30 AM-5:00 PM • Speakers & Panels in auditoriums

3:30 PM-5:00 PM • Cosplay Contest in Auditorium B

12:00 PM-4:30 PM • Video gaming tournaments

5:00 PM • Main show floor closes and Expo ends

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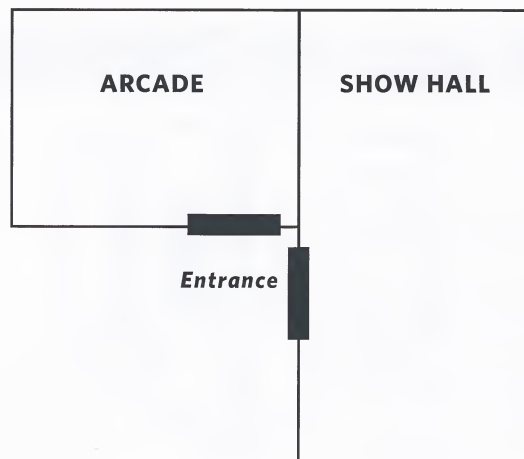
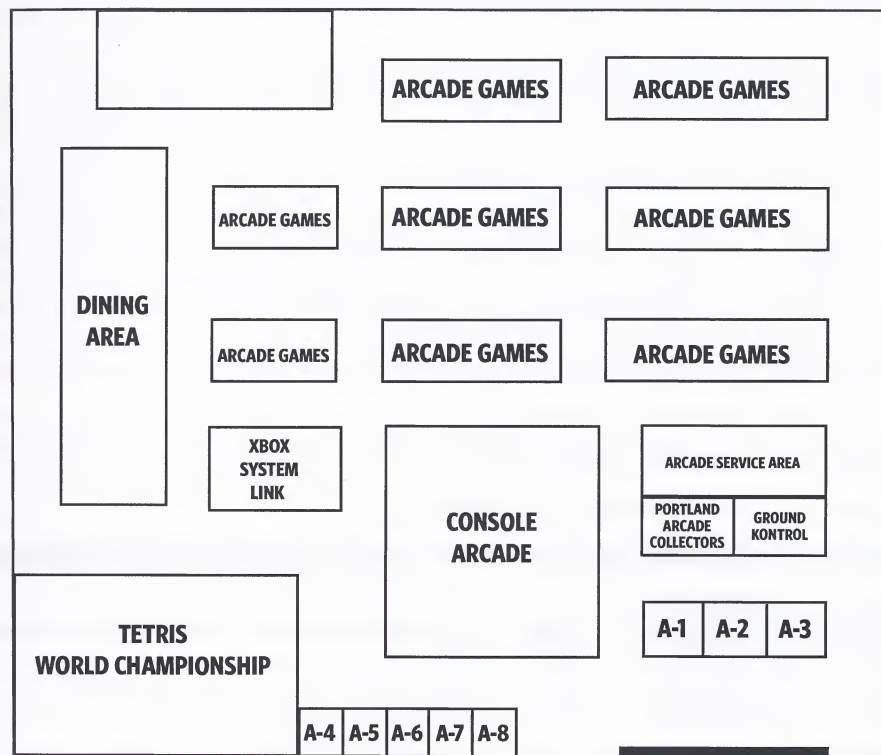
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FLOORPLAN • MAIN SHOW HALL

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GAME OVER

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THE ARCADE

Game Over has over 100 new and classic arcade games along with a great selection of pinball machines. We have all the classics such as *Donkey Kong*, *Mario Bros.*, *Ms. Pacman*, and *Galaga* and a lot of new stuff too like *Terminator Salvation*, and *Big Buck HD*.

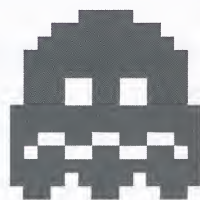
SPORTS BAR

The bar and dining area features 10 HDTVs including a massive 70" screen! With the PAC12 Network and NFL Sunday Ticket, Game Over is the new place to be to watch all of your favorite college and NFL teams play.

All ages are welcome from open until 9pm, and then the arcade becomes 21+ until close.

FAMILY PARTIES

Want a cool place to throw a birthday party or other special event? This is the sweetest place around! Game Over also does private parties/events. Call or come in for more information.



SPEAKERS & SPECIAL GUESTS

For our 10th annual Expo, we are proud to welcome back some of our regular speakers and excited to introduce some new guests for the first time. There will be discussions on classic systems, the state of game collecting, and much more.

THOR ACKERLUND • APPEARING SATURDAY • 5:00 PM-5:45 PM • AUDITORIUM (B)

Thor is a competitive video gamer best known as the winner of the 1990 Nintendo World Championships, for which he was bestowed a *Mario* trophy. He had the highest score of all the competitors with an approximate total of 2.8 million points, beating second place by 100,000 points.

AL ALCORN • APPEARING SATURDAY • 11:00 AM-11:45 AM • AUDITORIUM (B)

Allan Alcorn is a pioneering engineer and computer scientist. He grew up in San Francisco, California, and attended the University of California, Berkeley, graduating with a Bachelor of Science degree in Electrical Engineering and Computer Sciences in 1971.

He worked for the pioneering video company Ampex, where he met Ted Dabney and several other people that would end up being constants through the Atari, Inc, Apple, Cyan Engineering, and Pizza Time Theater companies.

Alcorn was the designer of the video arcade game *Pong*, creating it under the direction of Bushnell and Dabney. *Pong* was a hit in the 1970s.

ALPHA OMEGA SIN • APPEARING SATURDAY • 2:30 PM-3:15 PM • AUDITORIUM (A)

Take 1 part nerd, 1 part metalhead, and a dash of inappropriate language and you get AlphaOmegaSin. He's built a loyal following on his YouTube channel sharing his passion for video games, comic books, anime, horror, and anything else that pops into his head.

CHRIS "BSG4000" BIDWELL • APPEARING SATURDAY • 5:00 PM-5:45 PM • AUDITORIUM (B)

25 years after making the semi-finals in the 1990 Nintendo World Championships in Cincinnati, Chris realized his boyhood dream and earned a spot as a finalist in the 2015 Nintendo World Championships by winning the NWC '15 qualifying event in Chicago.

The Ohio native is a proud father, an avid video game collector with over 5,300 games and 20+ years in the hobby, a host of *Now You're Playing with Podcast*, and is the founder of the Columbus Retro League—a league for off-beat, casual-competitive retro console gaming.

BRUTALMOOSE • APPEARING SATURDAY • 11:30 AM-12:15 PM • AUDITORIUM (A)

Ian, a.k.a BrutalMoose, is a very sarcastic video game review show host who is a part of the video game reviewer guild, Hidden Block.

SPEAKERS & SPECIAL GUESTS

KINSEY BURKE • APPEARING SATURDAY • 3:30 PM-4:15 PM; 9:30 PM-11:30 PM • AUDITORIUM (A)
Kinsey hails from Seattle, WA and is the Public Relations Manager for the Seattle Retro Gaming Expo as well as a regular contributor to the *Metal Jesus Rocks* YouTube channel.

FRANK CIFALDI • APPEARING SATURDAY • 4:30 PM-5:15 PM • AUDITORIUM (A)

Frank Cifaldi is Head of Restoration at Digital Eclipse and one of gaming's leading researchers and historians. His past credentials include being senior editor at *1UP.com*, editorial director and community manager for Turner Broadcasting's GameTap games-on-demand service, and a contributing author to publications that include: *Edge*, *Wired*, *Nintendo Official Magazine UK* and *GamesIndustry.biz*, among others.

VINCE CLEMENTE • APPEARING SATURDAY • 5:00 PM-5:45 PM • AUDITORIUM (B)

Vince was the Producer of the 2011 documentary film, *Ecstasy of Order: The Tetris Masters* and co-creator of the *Tetris World Championships*. Earlier this year he was a contender in the 2015 Nintendo World Championships.

PAT "THE NES PUNK" CONTRI • APPEARING SATURDAY • 1:30 PM-2:15 PM • AUDITORIUM (A)
ALSO APPEARING SUNDAY • 12:30 PM-1:15 PM • AUDITORIUM (A)

Pat Contri has emerged from being an obscure game reviewer to being a "relatively" obscure game reviewer. It could be his knowledge/love of Nintendo, it could be his quirky/bizarre sense of humor, or it could just be the hair. In addition to PRGE, he has appeared at Magfest, Screw Attack Gaming Con, and PAX Prime, as well as on Spike TV. Pat currently hosts the popular *Completely Unnecessary Podcast* along with co-host Ian Ferguson. As if all that wasn't enough, he is also a genuinely nice guy.

DAVID CRANE • APPEARING SATURDAY • 12:00 PM-12:45 PM • AUDITORIUM (B)

Crane started his programming career at Atari, making games for the 2600. Crane left Atari in 1979 and co-founded Activision, along with Alan Miller, Jim Levy, Bob Whitehead, and Larry Kaplan. At Activision, he was best known as the designer of *Pitfall!*—which was a huge hit. *Pitfall!* maintained the top slot on the Billboard charts for 64 weeks and was named video game of the year in 1982. In 1986, Crane left Activision to co-found Absolute Entertainment with Garry Kitchen. With Absolute he was known for *Amazing Tennis* and *A Boy and His Blob: Trouble on Blobolonia*—a successful NES title following the adventures of the protagonist and his companion, a shape-shifting blob.

JOE DECUIR • APPEARING SATURDAY • 2:00 PM-2:45 PM • AUDITORIUM (B)

Joe Decuir was one of the original engineers at Atari, who helped design, build, and produce the Atari 2600. He also wrote the game *Video Olympics*, a *Pong* collection that launched with the system. He later went on to help develop the Amiga and the USB architecture.

SPEAKERS & SPECIAL GUESTS

JOEY "ROO" DESENA • APPEARING SUNDAY • 10:30 AM-11:15 AM • AUDITORIUM (A)

Once described as the "Alton Brown of video games"—his greatest compliment—Joey "Roo" DeSena co-founded the geek-centric website, *ClanOfTheGrayWolf.com*, in 2009. His flagship series, *16-Bit Gems*, brings to light underappreciated classics from the 16-bit era of video gaming. While his other main series, *The Way Games Work*, explains video game technology to the layman (with equal parts Bill Nye & G4).

PETE DORR • APPEARING SATURDAY • 10:30 AM-11:15 AM • AUDITORIUM (A)

Pete's popular, *Pete's Game Room*, YouTube channel features game reviews and collection updates. He is also one fourth of the popular *All Gen Gamers* podcast.

IAN FERGUSON • APPEARING SATURDAY • 1:30 PM-2:15 PM • AUDITORIUM (A)

By day, Ian Ferguson is a mild-mannered game store clerk, but by night he is one half of the popular, *Completely Unnecessary Podcast* along with Pat "The NES Punk" Contri.

TOD FRYE • APPEARING SATURDAY • 10:00 AM-10:45 AM • AUDITORIUM (B)

Tod Frye is a computer programmer once employed by Atari, and is most notable for being charged with the home adaptation of *Pac-Man* for the Atari 2600. Other games designed by Tod include: *Breakout* for the Atari LCD handheld, *Asteroids* for Atari 400/800, and the *Swordquest* series (*Earth-world*, *Fireworld*, *Waterworld*, and the uncompleted *Airworld*). Unreleased titles include: *Save Mary*, *Shooting Arcade*, and *Xevious* for the Atari 2600.

GAME SACK: JOE REDIFER & DAVID WHITE

APPEARING SUNDAY • 1:30 PM-2:15 PM • AUDITORIUM (A)

Joe and David host the popular channel, *Game Sack*, in which they play and review video games—old and new. Joe is the Sega fan and David is the Nintendo guy of the duo which makes for a solid contrast in their videos. This is their first year at PRGE and we're glad to have them!

GAMESTER81 • APPEARING SATURDAY • 10:30 AM-11:15 AM • AUDITORIUM (A)

John "Gamester81" Lester operates the game review site, *Gamester81.com* and is one fourth of the popular *All Gen Gamers* podcast. Gamester81 resides in the Phoenix, AZ area. In early 2014, John released a homebrew called *Gamester81: The Video Game* on the Colecovision platform. He is also the co-creator of the Game On Expo in Mesa, Arizona.

SPEAKERS & SPECIAL GUESTS

THE GAMING HISTORIAN • APPEARING SUNDAY • 10:30 AM-11:15 AM • AUDITORIUM (A)
ALSO APPEARING SUNDAY • 2:30 PM-3:15 PM • AUDITORIUM (B)

Norman "The Gaming Historian" Caruso operates *The Gaming Historian* YouTube channel which he started in 2008 to create entertaining and educational videos on the history of video games.

JOHN HANCOCK • APPEARING SATURDAY • 3:30 PM-4:15 PM • AUDITORIUM (A)

John is a mega-collector known for his comprehensive game collection and his comprehensive knowledge of all things video game. He is also the founder of the Cowlitz Gamers for Kids charity game expo in Kelso, Washington which has raised over \$33,000 for the Children's Justice and Advocacy Center of Cowlitz County, WA which is currently planning its 7th annual show. He also is a regular guest on the *MetalJesusRocks* YouTube channel.

JASON HEINE • APPEARING SATURDAY • 10:30 AM-11:15 AM • AUDITORIUM (A)
ALSO APPEARING SATURDAY • 8:00 PM-8:45 PM • AUDITORIUM (B)

Jason has been gaming and collecting since the mid 80s. He's the president of Heine House Entertainment producing sound design for video games, videos for YouTube and video game remixes. His YouTube channel *Heine House Entertainment* is home to the popular *Thrift Store Hopping* video series. He is also a co-host on the *All Gen Gamers Podcast*!

HOODS HELLIONS 405TH INFANTRY HALO COSPLAYERS • BOOTH T-14

Hood's Hellions are the Portland's own group of Halo cosplayers. They will be helping to keep the peace at PRGE and making sure the Covenant doesn't spoil the fun. Watch for spontaneous Spartan dance parties.

TYLER "LUIGIFREAKOUT123" HUNT • BOOTH D-12

At just 15, Portland's own Tyler Hunt is one of the most knowledgeable Nintendo collectors around. If you've been to PRGE before, you've probably seen this diminutive retro-gaming dynamo. Along with his dad Terry, he scours the Northwest for classic Nintendo games and shares his finds on his YouTube channel, *LuigiFreakout123*. Tyler has been known to purchase excessive amounts of Robotic Operating Buddies.

JIRARD "THE COMPLETIONIST" KHALIL

APPEARING SATURDAY • 12:30 PM-1:15 PM • AUDITORIUM (A)

The Completionist is a weekly YouTube web series created by Jirard Khalil and Greg Wilmot. Nearly every week, Jirard chooses one game and completes every possible in-game task, 100%, in three to four days. In each episode, Jirard sequentially discusses several aspects of the spotlight game.

SPEAKERS & SPECIAL GUESTS

GARRY KITCHEN • UNABLE TO ATTEND

From 1981-1995, Garry was an industry leader in the development of home video games, generating over \$300 million in retail sales. His 2600 adaptation of the hit Nintendo arcade game *Donkey Kong*, published by Coleco, was one of the top selling games on the Atari platform, selling over 4 million units. In 1983, Kitchen followed up the success of *Donkey Kong* with his hit title *Keystone Kapers*, published by Activision and a nominee for Video Game of the Year.

JARED "PROJARED" KNABENBAUER

APPEARING SATURDAY & SUNDAY • 11:30 AM-12:15 PM • AUDITORIUM (A)

Jared produces retro reviews, videos on the newest releases, comedic playthroughs and spotlights on overlooked indie games on his *ProJared* channel. His articulate monologues and professional editing make him one of the top game reviewers on YouTube.

CHRIS KOHLER • APPEARING SATURDAY • 4:30 PM-5:15 PM • AUDITORIUM (A)

Chris is a video game journalist, editor, and author of several retro gaming-related books. He's currently the editor of *Wired Magazine's GameLife* blog. Chris has become recognized for his *Retro Gaming Roadshow* panel where he discusses and appraises rare video game memorabilia along with collector Steve Lin at game expos across the country including: PAX Prime, PAX East, and the Seattle Retro Gaming Expo.

NATHAN MARTIN • APPEARING SATURDAY • 9:30 PM-11:30 PM • AUDITORIUM (A)

In addition to being one of the original creators of Seattle gaming expos (even before PRGE!), Nathan is the host of Seattle's popular Question Block Trivia Night.

ROB MCCALLUM & JAY BARTLETT

APPEARING SUNDAY • 2:30 PM-3:15 PM • AUDITORIUM (A)

Rob McCallum is an award-winning filmmaker documenting subjects like: video games, heavy metal, fanboy fanatics, and more. His work has garnered press attention from: NBC, CBS, CBC Radio One, CTV, dozens of blogs, and print journals, and has been showcased on MTV, FOX Sports, and in MAXIM Magazine. Known for out-of-the-box thinking and fierce determination, McCallum currently hosts *GamerCast* (a top ten on PodOmatic), and is a guest contributor for *NERDKO.com*.

Jay has been an avid gamer and game collector for over 30 years. He is the star of *Nintendo Quest* in which he is tasked with the challenge of collecting all 678 licensed NTSC retail released NES carts in 30 days—with no online purchases. Jay has also appeared on video game panels at Con Bravo and Anime North—discussing collecting and the on-going evolution of the video game industry. He also acts as co-host on the bi-weekly podcast, *GamerCast*.

SPEAKERS & SPECIAL GUESTS

JASON "METAL JESUS ROCKS" LINDSEY

APPEARING SATURDAY • 3:30 PM-4:15 PM • AUDITORIUM (A)

Retro Gaming with a Heavy Metal soundtrack. Jason "Metal Jesus Rocks" Lindsey used to work at game publisher, Sierra On-Line in the 90s and makes videos about his love of video games and music. He's a former co-host of the popular *All Gen Gamers* podcast and currently hosts a well-subscribed YouTube channel that often features other ex-Sierra employees like Drunken Master Paul, Mrs. Metal Jesus, and more.

ROBIN MIHARA • APPEARING SATURDAY • 5:00 PM-5:45 PM • AUDITORIUM (B)

In 1990 Nintendo traveled across the United States promoting their Nintendo Entertainment System (NES) through a series of video game competitions, culminating in the Nintendo World Championships. Robin Mihara was the third place winner of those championships in 1990. More recently he was the subject of the documentary film, *Ecstasy of Order: The Tetris Masters*.

JOHNNY "THE HAPPY CONSOLE GAMER" MILLENIUM

APPEARING SATURDAY • 2:30 PM-3:15 PM • AUDITORIUM (A)

Johnny has been reviewing new and classic games on his *Happy Console Gamer* channel since 2008. He breathes new life into forgotten franchises and generates excitement for retro gaming.

PEANUT BUTTER GAMER • APPEARING SATURDAY • 11:30 AM-12:15 PM • AUDITORIUM (A)

PeanutButterGamer (PBG), whose real name is Austin Hargrave, rocks the YouTube channel, *PeanutButterGamer*. He makes video game reviews and top 10 videos. Probably most known for his *Legend of Zelda* videos during *Normalboot's Zelda* month, he also has a *Let's Play* channel called *PBGGameplay* where he does walkthroughs and hardcore gameplays with the other members of *Normalboots.com*.

JOHN RIGGS • APPEARING SATURDAY • 6:00 PM-6:45 PM • AUDITORIUM (B)

John is a master at modifying NES game ROMs to do new and interesting things. On his YouTube channel, *RIGG'd Games*, He can be seen making repros, eating breakfast cereal, attending gaming conventions and more.

BOB SMITH • APPEARING SATURDAY • 10:00 AM-10:45 AM • AUDITORIUM (B)

Bob is a 20-year veteran game programmer and one of the founders of Imagic. In addition to Imagic, he has worked for Atari and Accolade writing such noteworthy games as *Video Pinball* and *Star Wars* for the Atari 2600. His best known work is probably 1982's *Dragonfire*, although he also wrote *Riddle of the Sphinx*. He continued working on games through the 1980s and 1990s for a variety of companies.

SPEAKERS & SPECIAL GUESTS

PAMELA SMITH • APPEARING SATURDAY • 1:00 PM-1:45 PM • AUDITORIUM (B)

Pamela Smith worked for Atari in the Promotion Design department for Consumer Electronics from 1982-1984. She designed the holiday packaging for the 5200 game console, and the retail point-of-purchase and sales support materials for the *Ms. Pac Man*, *DigDug*, *Pengo*, and *Phoenix* games. She worked with the team that designed and produced the 1983 sales catalogs, including the 2600 and 5200 video game consoles and the entire line up of games.

Pamela has worked as a graphic designer for over 30 years. Her previous employers include: Lander Associates, Maxtor Corporation, and Medtronic Inc. She has won numerous awards and consulted for Apple Computer, Borland International, Brocade, Hewlett-Packard, and VMWare.

SPACEHAMSTER • APPEARING SATURDAY • 11:30 AM-12:15 PM • AUDITORIUM (A)

Jeff, a.k.a. SpaceHamster operates a popular YouTube channel where he does top tens, commentary, and video game review-ish videos.

HOWARD SCOTT WARSHAW • APPEARING SATURDAY • 3:00 PM-3:45 PM • AUDITORIUM (B)

Howard Scott Warshaw, MA, ME, LMFT was the sole designer and programmer of *E.T. The Extra-Terrestrial* for the Atari 2600. It's considered to be one of the greatest flops in video gaming history. He will discuss all the behind the scenes machinations and shenanigans which led to turning one of the most coveted licenses in video game history into a dynasty crushing disaster and ultimately the sub-flooring of the New Mexico desert. He will also discuss his experience carrying the moniker "Maker of the Worst Game Ever" for three decades. It's a tale of hubris, triumph, blind ambition and in the end...resiliency.

WATCH OUT FOR FIREBALLS! • APPEARING SUNDAY • 10:30 AM-11:15 AM • AUDITORIUM (B)

Watch Out for Fireballs! is a retro game club podcast featuring Gary Butterfield and Kole Ross, and it's a part of the *Duckfeed.tv* network of shows.

REGGIE WILLIAMS • APPEARING SATURDAY • 3:30 PM-4:15 PM • AUDITORIUM (A)

Radical Reggie Williams is a beloved video game enthusiast, collector, and frequent guest on the *Metal Jesus Rocks* YouTube channel.

ROB ZDYBEL • APPEARING SATURDAY • 10:00 AM-10:45 AM • AUDITORIUM (B)

Rob Zdybel has been a developer of console games since the early days of Atari where he made games for both the 2600 and the Atari 800 computer. He made several games under the Atari and Sega labels before moving on to work for 3DO. During his days at 3DO, Rob has worked on one tank game after another, first for the Nintendo 64 console and more recently for the Playstation 2.

BRENTALFLOSS • APPEARING SATURDAY • 9:00 PM-9:45 PM • AUDITORIUM (B)

Brent Black a.k.a brentalfloss, is a songwriter, lyricist, pianist, and singer, who has developed popularity mainly for his content on YouTube, which consist of parodies and covers of video game songs in which he adds his own lyrics.

JASON HEINE • APPEARING SATURDAY • 8:00 PM-8:45 PM • AUDITORIUM (B)

Jason operates *Heine House Entertainment*, producing sound design for video games, videos for YouTube and video game remixes. He's bringing out the drum kit for the second year at PRGE to perform drum covers of popular video game theme music. This year he's introducing a synchronized video component to his show so be sure to check him out.

RAHEEM "MEGA RAN" JARBO • APPEARING SATURDAY • 10:00 PM-11:00 PM • AUDITORIUM (B)

Raheem Jarbo, better known by his stage names Random and Mega Ran, is an American underground rapper, chiptune DJ, and record producer, mainly associated with the genre known as Nerdcore.

People will remember Ran for his daring leap from teaching into video game remixing which led to a Capcom cosign, but Random's penchant for storytelling has impressed gamers while garnering respect from Hip-Hop's harshest critics. An incredible impromptu "freestyle" MC, Ran's unique combination of fantasy and introspective hip-hop has found its way all over the world.

SWITCH • APPEARING ALL WEEKEND • DJ BOOTH

Jeff "Switch" Sorensen provides the soundtrack for the Portland Retro Gaming Expo. As our loyal house DJ, he provides just the right atmosphere for a 60,000 square foot hall filled with classic gaming goodness, which is no small task. Switch also operates the popular *Dangerous Kids* podcast that covers video gaming culture, among other topics.

VIDEO GAME BULLIES • APPEARING SATURDAY • 7:50 PM, 8:45 PM, 9:45 • AUDITORIUM (B)

Video Game Bullies are a friendteam consisting of a queer lady, an emotive giant, cool hair, bad attitudes, and a lot of opinions. Also, sometimes they sing. Comedians Scoot Herring and Caitlin Weierhauser will perform 3 "intermission" sets on Saturday. They also play video games on YouTube which is super original and they definitely thought of it first.

ATARI PROGRAMMERS

SPEAKERS: BOB SMITH, TOD FRYE, ROB ZDYBEL • 10:00 AM-10:45 AM • AUDITORIUM (B)

In 1981, programmer Bob Smith left Atari and, along with several others from Atari and Mattel, formed Imagic. Imagic developed games for the Atari 2600, Intellivision, and other video game consoles. They were known for their distinctive silver packaging. Their best-selling titles included: *Atlantis*, *Cosmic Ark*, *Demon Attack*, and the billiards game *Trick Shot*.

Tod Frye is a former Atari programmer best known for developing the home adaptation of *Pac-Man* for the Atari 2600 Video Computer System. Securing the home license for *Pac-Man* from Namco was a coup for Atari, but it left little time for the game to be developed before the 1981 holiday season. Join Bob and Tod as they share these and other stories and answer your questions about the early days of game development.

Rob Zdybel has been a developer of console games since the early days of Atari where he made games for both the 2600 and the Atari 800 computer. He made several games under the Atari and Sega labels before moving on to work for 3DO.

ALL GEN GAMERS

SPEAKERS: GAMESTER81, PETE DORR, JASON HEINE • 10:30 AM-11:15 AM • AUDITORIUM (A)

Join John (Gamester81) Lester, Pete Dorr, and Jason Heine for this panel and Q & A on their popular *All Gen Gamers* podcast. *All Gen Gamers* is a podcast for video game fans of all generations featuring Pete Dorr, Gamester81, Jason Heine (*TheEMUreview*), and Sexy Ben.

AL ALCORN: DESIGNER OF PONG

SPEAKER: AL ALCORN • 11:00 AM-11:45 AM • AUDITORIUM (B)

Alcorn was the designer of the video arcade game *Pong*, creating it under the direction of Nolan Bushnell and Ted Dabney. In his first appearance at the Portland Retro Gaming Expo, Al will share stories from his history with the early video game industry in this must-see panel.

Pong was one of the first video games to reach mainstream popularity. The aim is to defeat an opponent in a simulated table-tennis game by earning a higher score. The game was originally manufactured by Atari, which released it in 1972. *Pong* quickly became a success and is the first commercially successful arcade video game machine, which helped to establish the video game industry along with the first home console, the Magnavox Odyssey.

LET'S PLAY!

SPEAKERS: PEANUT BUTTER GAMER, PROJARED, BRUTALMOOSE, SPACEHAMSTER

11:30 AM-12:15 PM • AUDITORIUM (A)

What? All of these guys are in one panel? Oh yeah. PBG and ProJared from *NormalBoots.com* and BrutalMoose and SpaceHamster from *HiddenBlock.com* will discuss their respective projects and answer questions from their fans. Get to this one early because these guys had a full house last year.

DAVID CRANE: INDUSTRY PIONEER

SPEAKER: DAVID CRANE • 12:00 PM-12:45 PM • AUDITORIUM (B)

The Atari 2600 debuted in 1977. In the 38 years since that time, David has played a leading role in shaping the video game industry. As a founder of Activision, David Crane helped establish the third-party publisher model that we enjoy today. David is best known as the programmer of Activision's *Pitfall!* for the Atari 2600—which was a huge hit. *Pitfall!* maintained the top slot on the Billboard charts for 64 weeks and was named video game of the year in 1982. Join David as he shares stories from his pioneering days in the video game industry.

THE COMPLETIONIST

SPEAKER: JIRARD KHALIL • 12:30 PM-1:15 PM • AUDITORIUM (A)

Join Jirard for his first PRGE appearance as he discusses, *The Completionist*—a weekly YouTube series he created with Greg Wilmot. Nearly every week, Jirard chooses one game and completes every possible task, 100%, in three to four days. In each episode, Jirard sequentially discusses various aspects of the spotlight game. This includes: hitting the story, presentation, gameplay, the final level, and the overall difficulty involved in 100% completion. All episodes end with a general score as to whether or not the game is worth 100% completing. The scores range from "Complete it," "Finish it," "Play it," "Look at it," or "Donate it" (Formerly "Burn it").

PAMELA SMITH: ATARI PROMOTIONAL DESIGNER

SPEAKER: PAMELA SMITH • 1:00 PM-1:45 PM • AUDITORIUM (B)

Pamela Smith worked for Atari in the Promotion Design Department for Consumer Electronics from 1982-1984. She designed the holiday packaging for the 5200 game console, and the retail point-of-purchase and sales support materials for *Ms. Pac Man*, *DigDug*, *Pengo*, and *Phoenix* games. She worked with the team that designed and produced the 1983 sales catalogs, which included the 2600 and 5200 video game consoles and the entire line up of games.

If you grew up with the Atari 2600, you probably remember what an impact their retail marketing materials had on you. Pamela will share what it was like to produce sales support items including: mobiles, easel cards, aisle displays, and brochures for the then very young video game industry. Hear the inspiration and stories behind some of the most iconic marketing materials of the late 20th century.

COMPLETELY UNNECESSARY PODCAST LIVE!

SPEAKERS: PAT "THE NES PUNK" CONTRI & IAN FERGUSON • 1:30 PM-2:15 PM • AUDITORIUM (A)

Join Pat "The NES Punk" Contri and Ian Ferguson as they host a live presentation of their popular *Completely Unnecessary Podcast*, covering: gaming, movies, comics, and the latest geek topics!

JOE DECUIR: HARDWARE DESIGNER OF THE ATARI 2600 VCS

SPEAKER: JOE DECUIR • 2:00 PM-2:45 PM • AUDITORIUM (B)

Joe Decuir was one of the original engineers at Atari, who helped design, build, and produce the Atari 2600. He also wrote the game *Video Olympics*, a *Pong* collection that launched with the system. He later went on to help develop the Amiga and the USB architecture. Learn about these achievements and more as Joe shares stories from his long career in the video game and computer industries.

HAPPY CONSOLE GAMER & ALPHA OMEGA SIN

SPEAKERS: JOHNNY MILLENIUM & ALPHA OMEGA SIN • 2:30 PM-3:15 PM • AUDITORIUM (A)

This is sure to be a lively panel! Come hear ruminations and ranting on video games, new and old by these popular YouTube stars.

Johnny Millenium will bring the Canadian love from Vancouver B.C. He has been reviewing new and classic games on his *Happy Console Gamer* channel since 2008. He discusses new video game news and reviews forgotten games that not many people know about, but should!

AlphaOmegaSin has built a loyal following from sharing his passion for video games, comic books, anime, horror and anything else that pops into his head. He brings his unique style of frank game reporting from down South.

HOWARD SCOTT WARSHAW

SPEAKER: HOWARD SCOTT WARSHAW • 3:00 PM-3:45 PM • AUDITORIUM (B)

Howard Scott Warshaw is best known for his work at Atari in the 1980s. Designing such iconic games as: *E.T. The Extra-Terrestrial*, *Yar's Revenge*, and *Raiders of the Lost Ark* for the Atari 2600 platform. Join Howard as he shares his history in the video game industry as well as his many varied life experiences including: film making, real estate brokerage, robotics engineering, photography, and most recently, psychotherapy. This panel would not be complete without hearing Howard recount his experience creating the *E.T.* game and how he morphed it into a life lesson in overcoming failures, resiliency, and positive perspectives.

GAME COLLECTING WITH METAL JESUS ROCKS

SPEAKERS: JASON "METAL JESUS ROCKS" LINDSEY, "THE IMMORTAL" JOHN HANCOCK, KINSEY BURKE, REGGIE WILLIAMS • 3:30 PM-4:15 PM • AUDITORIUM (A)

Join the Metal Jesus along with super-collectors: John Hancock, Kinsey Burke, and Reggie Williams as they discuss the current state of video game collecting. They will share their best tips for collecting in an environment of rising prices and increasing numbers of gamers entering the hobby. Jason will also be sharing his advice for running a successful YouTube channel. This is an interactive panel so please bring your questions!

THE BASEMENT ARCADE

SPEAKERS: BRANDON COLEMAN, IAN EURE, JORDAN BARTH, BRIAN MIDDLETON

4:00 PM-4:45 PM • AUDITORIUM (B)

Join members of the Portland Arcade Collectors as they share their passion for arcade and pinball machines. You'll hear about the challenges and rewards of this space-consuming hobby as well as some insight into the community and culture of classic arcade collectors. If you have questions about where to buy arcade machines, how to repair them, their history, or you just want some tips for high scores, you won't want to miss this panel.

RETRO GAMES ROADSHOW

SPEAKERS: CHRIS KOHLER, FRANK CIFALDI, STEVE LIN • 4:30 PM-5:15 PM • AUDITORIUM (A)

Old games can be worth big money, but in this age of counterfeits and inflated prices, it's tough to know what's collectible gold and what's just fool's gold. Our panel of experts will evaluate your items, telling you why they're rare (or not!) and guess at a price.

HAVE SOMETHING YOU WANT TO PROFILE ON THE ROADSHOW?

If you'd like to have your items showcased on stage you can bring them to Chris Kohler on Saturday at booth S-58 on the show floor to be evaluated for the Roadshow. Or you can opt to show up at the panel and find Chris, Frank or Steve before it starts to let them know you have an item. Attend the panel and they'll call you up on stage—time permitting!

EXPLORING THE NINTENDO WORLD CHAMPIONSHIPS

SPEAKERS: THOR ACKERLUND, CHRIS BIDWELL, VINCE CLEMENTE, ROBIN MIHARA

5:00 PM-5:45 PM • AUDITORIUM (B)

This panel will offer a rare, insider's perspective to the Nintendo World Championships! Join these four contenders, finalists, and winners from both the original Nintendo World Championships and the recent, 2015 contest. They'll share their stories and answer your questions about what it means to be a true Nintendo World Champion.

The original Nintendo World Championships took place in 1990. Contestants played a special *Nintendo World Championships* cartridge for the NES. This cartridge contains three customized minigames based upon *Super Mario Bros.*, *Rad Racer*, and *Tetris*. The *Nintendo World Championships* game cartridge is considered to be the most valuable NES cartridge ever made and one of the rarest—with collectors and charities having been paid more than \$15,000 per copy.

ROM HACKING WITH JOHN RIGGS

SPEAKER: JOHN RIGGS • 6:00 PM-6:45 PM • AUDITORIUM (B)

Come see John edit an NES game LIVE! Learn how the artwork can be changed into something new and custom aspects added to classic NES games. John edits NES games as a hobby, but you may have seen him making repros, eating breakfast cereal, attending gaming conventions and more.

PRGE LIVE VIDEO GAME COLLECTIBLES AUCTION

HOSTED BY: CHUCK VAN PELT, RICK WEIS, TOBY WICKWIRE, JAKE BICHLER

6:30 PM-8:30 PM • AUDITORIUM (A)

For the seventh year, PRGE is proud to host a live video game collectibles auction. Taking place on Saturday evening, the auction has become one of the highlights of the Expo and has enjoyed a full house every time. While the auction has run up to 3 hours in previous years, we are keeping it strictly to 2 hours in 2015! For more information, please visit the PRGE Auction Page. (retrogamingexpo.com/auction.php)

FILM SCREENING: WORLD 1-1

8:00 PM-11:30 PM • TETRIS WORLD CHAMPIONSHIP ARENA

World 1-1 is the first in a documentary series on the history of video games. This chapter is about Atari and how they created a new industry. It focuses on the business deals, the personalities of the pioneers, and the creations of the engineers. This documentary is a combination of interviews, archival footage, and reflections that retell the story to a new generation that may not know the roots of their favorite hobby. *World 1-1* follows the early games before the arcade machine even existed. It tells the story of how Atari created the games industry years before it should have happened and follows the lucky deals and unfortunate mistakes that almost destroyed the entire industry just as quickly as it was born.

Atari was the fastest growing company in the United States at the time. It kickstarted Steve Jobs' career, as well as others. The world's first successful arcade machine was built there, along with the first popular home console. Atari and its engineers formed the games industry we know today. It's time to tell this story, from the words of the creators themselves.

QUESTION BLOCK TRIVIA

HOSTED BY: NATHAN MARTIN & KINSEY BURKE • 9:30 PM-11:30 PM • AUDITORIUM (A)

The Question Block is a multi-media video game themed quiz, featuring graphic rounds, audio, and video questions from casual to hardcore games, lore and the industry. Hosts Nathan Martin and Kinsey Burke will present a special version of the Question Block Quiz at PRGE. All are welcome to play and there will be valuable prizes on the line!

In addition, you can join Nathan and Kinsey on the last Tuesday of every month in Kirkland, WA as teams compete for cash and prizes. Visit TheQuestionBlock.com for more information about The Question Block Video Game Pub Quiz.

WATCH OUT FOR FIREBALLS!

SPEAKERS: GARY BUTTERFIELD & KOLE ROSS • 10:30 AM-11:15 AM • AUDITORIUM (B)

Watch Out for Fireballs! (WOFF) is a retro game club podcast featuring Gary Butterfield and Kole Ross, and it's a part of the *Duckfeed.tv* network of shows. Join them for this live podcast.

RETRO GAMES: WOULD YOU LIKE TO SAVE YOUR PROGRESS?

SPEAKERS: JOEY "ROO" DESENA AND NORMAN "THE GAMING HISTORIAN" CARUSO
10:30 AM-11:15 AM • AUDITORIUM (A)

As video games age, older ones run the risk of disappearing. What can be done to preserve these games for future generations? Join Joey "Roo" DeSena from *16-Bit Gems* and Norman "The Gaming Historian" Caruso as they present the problems facing professional and amateur game preservation. While providing historical context as to why you should care, they'll also be taking questions from the audience. Arcade machines, your NES collection, and the fate of civilization could depend on it!

BRENTALFLOSS

SPEAKER: BRENT "BRENTALFLOSS" BLACK • 11:30 AM-12:15 PM • AUDITORIUM (B)

Join Brent for a presentation on his prolific catalog of *With Lyrics* parodies of popular modern and retro video game music. Key change, mo-fo!

THE PROJARED PANEL

SPEAKER: JARED "PROJARED" KNABENBAUER • 11:30 AM-12:15 PM • AUDITORIUM (A)

Join Jared for a Q & A session centered on his experiences with video gaming. Jared produces retro reviews, videos on the newest releases, comedic playthroughs, and spotlights on overlooked indie games on his *ProJared* channel. His articulate monologues and professional editing make him one of the top game reviewers on YouTube.

SUIKODEN REVIVAL MOVEMENT

SPEAKERS: RYAN HUGHES AND GUESTS • 12:30 PM-1:15 PM • AUDITORIUM (B)

RPG fans won't want to miss this panel as Ryan Hughes of the Suikoden Revival Movement and his guests discuss the history and possible future growth of the *Suikoden* video game series.

Suikoden is a role-playing video game series originally created by Yoshitaka Murayama. The game series is loosely based on the classical Chinese novel, *Shui Hu Zhuan* by Shi Naian. Each individual game in the series centers on relative themes of politics, corruption, revolution, mystical crystals (known as True Runes), and the 108 Stars of Destiny—the 108 protagonists who are loosely interpreted from the source material. At the time of its release, *Suikoden* was considered to be one of the best RPGs on the Sony PlayStation.

PAT "THE NES PUNK" PANEL & THE PLAY THE PUNK CHALLENGE

SPEAKER: PAT "THE NES PUNK" CONTRI • 12:30 PM-1:15 PM • AUDITORIUM (A)

Pat is a veteran of the Portland Retro Gaming Expo. Learn more about his popular YouTube channel and *Completely Unnecessary Podcast* in this panel discussion with Q&A. And once again, Pat will take on all challengers at a litany of NES games, LIVE on the big screen! Pride and semi-valuable prizes are on the line...are you up to the challenge?

INTI CREATES

SPEAKERS: TAKUYA AIZU & MATT PAPA • 1:30 PM-2:15 PM • AUDITORIUM (B)

Inti Creates Co., Ltd. is a Japanese video game development company formed by ex-Capcom staff in 1996. They're best known for the creation of the *Mega Man Zero* series and *Mega Man ZX* series. They've also published several music albums composed and arranged by Ill, whose members are Ippo Yamada, Ryo Kawakami, Luna Umegaki, Tsutomu Kurihara, and Masaki Suzuki, amongst others. CEO Takuya Aizu and International Affairs Coordinator Matt Papa will discuss their current projects such as: *Gunvolt*, *Bloodstained*, and *Gal*Gun*. Their discussion will be followed by a Q & A session.

GAME SACK

SPEAKERS: JOE REDIFER & DAVID WHITE • 1:30 PM-2:15 PM • AUDITORIUM (A)

Joe and David host the popular channel, *Game Sack*, in which they play and review video games—old and new. Joe is the Sega fan and David is the Nintendo guy of the duo which makes for a solid contrast in their videos. Join Joe and David for this Q & A on their videos or anything you care to ask them.

THE GAMING HISTORIAN

SPEAKER: NORMAN "THE GAMING HISTORIAN" CARUSO • 2:30 PM-3:15 PM • AUDITORIUM (B)

Join Norman "The Gaming Historian" Caruso as he presents a live episode of his show. The topic is a mystery, but you are sure to learn something new! There will also be a trivia section, where members of the audience get a chance to show off their knowledge and win prizes. The panel concludes with a Q&A session.

NINTENDO QUEST MOVIE PANEL

SPEAKERS: ROB MCCALLUM & JAY BARTLET • 2:30 PM-3:15 PM • AUDITORIUM (A)

Director Rob McCallum and star Jay Bartlett will answer questions about their film, *Nintendo Quest*. One man. 30 days. 678 games. No online purchases. It's the premise that launched a film over 10,000 miles in the making and showcases the adventure of video game rock star, Jay Bartlett—a fanatic collector in pursuit of his dream to own a complete official North American NES library. Along the way, filmmaker Rob McCallum examines the enduring legacy of the NES and Nintendo.

POLYBIUS: PORTLAND'S VIDEO GAME URBAN LEGEND

SPEAKERS: TODD LUOTO, DYLAN REIFF, JON FRECHETTE • 3:30 PM-4:30 PM • AUDITORIUM (B)

Polybius was an arcade game that was said to have briefly appeared in several arcades around the Portland, Oregon area during the early 1980s. People who claim to have played the game or, in most cases, know someone who knows someone who did, say that the machine caused a number of side effects ranging from anxiety and depression to night terrors, suicide, and even sudden death. Some believe *Polybius* was a product of the CIA's controversial MK-Ultra program, an experiment in mind control targeting youth. Although the game's mysteries are vast, no one has ever been able to confirm the cabinet's existence. Many agree it was nothing more than a hoax, perpetrated on internet forums...but even these claims lead to strange and sinister findings.

Panelists: Todd, Jon, and Dylan have closely studied the *Polybius* legend for their documentary film, *The Polybius Conspiracy*, currently in production. Join them as they delve into the mysteries of this creepy legend with the Portland connection.

COSPLAY CONTEST

**JUDGES: HOLLY JEAN OLSON-MOSBY, HONEYREY, PAIGE LOE SHOEMAKER, SPORKBOT, ZAXEL
3:30 PM-5:00 PM • AUDITORIUM (A)**

All attendees are invited to come to PRGE in costume and compete in the Cosplay Contest. Enter for your chance to win awesome prizes! Costumes DO NOT have to be video game-related. Plus, there's no need to register—just show up!

THINKING OF ENTERING? HERE ARE THE RULES:

- Video game costumes are not required to enter. Characters from anime, comics, and various other aspects of pop culture are welcome. Original concepts /characters are free enter as well.
- Entrants 13 and under must have their parents' permission to enroll and must be accompanied by a legal guardian or relative of age during the contest.
- You must arrive on time! It is not required to sign up beforehand, so make sure you are present and prepared to explain your costume before the contest begins.
- Please bring visual reference(s) for you costume to show the judges—preferably a front and back color photo on paper.
- Entirely commissioned, purchased, rented, or commercially made costumes will not be allowed. However, portions of your costume may be pre-purchased (shoes, wigs, or tights for example).
- No nudity or offensive language is permitted. This is an all ages event!
- Elaborate costumes must be handled by the contestant and/or assistants the contestant brings to help. In addition, all entries must be able to get on and off the stage safely.
- Sorry, no skits. The contest will be a walk-on presentation. This means you will get called on stage to walk around, pose, and present yourself in character.
- To enter the cosplay contest, attendees must have a PRGE admission badge (this includes Media, Volunteer, and Exhibitor badges). PRGE Staff members are ineligible to compete in this contest.

The spirit of competition has always been high at PRGE and we're excited to announce that we'll have more gaming competitions than ever before in 2015. Several groups have generously stepped up to operate tournaments throughout the weekend.

Entry to PRGE's console tournaments is free with your paid Expo admission.

(*Tetris* World Championships requires a separate small entry fee to play: see page 28 for details.)

Console tournaments may be subject to change. Entries may be cut off if the tournament reaches capacity.

NINTENDOAGE TOURNAMENTS

PRGE is proud to partner with NintendoAge and Wafflefoot who will be managing our 2015 console tournaments. We are grateful to NA and Wafflefoot for their support—we couldn't do it without you!

SATURDAY NINTENDOAGE TOURNAMENT

TOURNAMENT GAME • NINTENDO WORLD CHAMPIONSHIPS CART ON NES

LOCATION • NINTENDO AGE BOOTH

QUALIFIER 1 • 10:00 AM-12:00 PM

QUALIFIER 2 • 2:15 PM-4:00 PM

FINALS • 4:15 PM

TYPE • HIGH SCORE TOURNAMENT

FREE ENTRY • TOP 10 SCORES WILL BE AWARDED PRIZES

SUNDAY NINTENDOAGE TOURNAMENT

TOURNAMENT GAME • RIVER RAID & PITFALL! ON ATARI 2600

LOCATION • NINTENDO AGE BOOTH

TOURNAMENT • 10:00 AM-12:00 PM

TYPE • HIGH SCORE TOURNAMENT

FREE ENTRY • TOP 3 SCORES WILL BE AWARDED PRIZES

CONSOLE TOURNAMENTS

SUPER PUZZLE FIGHTER 2 TURBO TOURNAMENT

We are proud to announce the third annual *Super Puzzle Fighter 2 Turbo* Tournament! Capcom's *Super Puzzle Fighter II Turbo* is one of the easiest games to pick up and play but this tournament is all about playing to win. High level players use complex strategies that involve block build patterns, counter gems, and real-time reads of opponent strategies.

TOURNAMENT GAME • SUPER PUZZLE FIGHTER 2 TURBO ON PLAYSTATION 1

LOCATION • CONSOLE ARCADE

SIGN UPS BEGIN • 10:00 AM • SATURDAY

TOURNAMENT • 12:00 PM-2:00 PM • SATURDAY

TYPE • HEAD-TO-HEAD, BRACKETED TOURNAMENT

FREE ENTRY • TOP 3 SCORES WILL BE AWARDED PRIZES

1ST PLACE • \$70, 2ND PLACE • \$20, 3RD PLACE • \$10

PRGE RETROTHON GAMING CHAMPIONSHIP

This year PRGE is introducing something special, a multi-round, multigame, multiplayer tournament. The PRGE Retrothon!

- At the start of the show, Saturday October 17th, all attendees who have a weekend badge or both a Saturday and Sunday badge are eligible to enter.
- You can enter at the Freeplay Console Arcade on the PRGE show floor.
- At 11:00 AM, eight (8) contestants will be randomly drawn from those who have entered.
- See the schedule below for tournament times and details.

DAY • TIME • GAME

SATURDAY • 11:15 AM • FROGGER (ARCADE)

SATURDAY • 1:30 PM • GOLDENEYE 007 (NINTENDO 64)

SATURDAY • 3:00 PM • KABOOM! (ATARI 2600)

SATURDAY • 8:30 PM • DONKEY KONG (ARCADE)

SUNDAY • 10:30 AM • MARIO KART DOUBLE DASH (NINTENDO GAMECUBE)

SUNDAY • 1:00 PM • Q-BERT (NINTENDO ENTERTAINMENT SYSTEM)

SUNDAY • 4:00 PM • ??? MYSTERY ??? (???)

2015 TETRIS TOURNAMENTS

PRGE is pleased to announce that, for the fourth year in a row, we will host the annual *Tetris* World Championships! The Classic *Tetris* World Championship is entering year six, and the competition is stronger than ever! Inspired by the historic 1990 Nintendo World Championships (an NES *Tetris* competition by default) the tournament has brought the love of Classic NES *Tetris* into the 21st century! Many of our competitors have been perfecting their *Tetris* moves for over 25 years, and some of our top competitors were the original Wizards of the NWC.

It's open to all attendees, so come try your hand against nearly the entire cast of the award-winning video game documentary *Ecstasy of Order: The Tetris Masters*, including *Twin Galaxies* record holders Harry Hong, Jonas Neubauer, and Alex Kerr. See Rules and Schedule on the following page.

In addition to our classic *Tetris* World Championship tournament on the NES, we are also hosting a competition on the newest edition of *Tetris* for PS4, *Tetris Ultimate*.

TETRIS ULTIMATE • QUALIFYING ROUND • SATURDAY • 10:00 AM-2:00 PM • FREEPLAY ARCADE

The world's most-loved puzzle game arrives on next-gen consoles, and is better than ever in *Tetris Ultimate*. With six exciting modes, fun new features, and unique visuals, the evolution of this iconic game is the ultimate must-have on next-gen consoles.

- Qualifying attempts will be played in "Tetris Ultra" mode in groups of four (when necessary). The objective is to score as many points as possible in the allotted three minutes.
- Game Settings: Level 1, Next Queue 1, Hold Queue ON, Ghost Piece ON, Random Generator 7-BAG, Lock down EXTENDED, Super Rotation ON, Auto Repeat Rate 8, Auto Repeat Delay 8, Soft Drop 1.
- Once an entrant's game is over, they must make sure their score is recorded by a scorekeeper and return to the back of the line to make another attempt.
- The top 16 qualifying scores will determine the seeding for the Main Event.
- Once an entrant's game is over for any reason, they must make sure their score is recorded by a scorekeeper and then return to the back of the line for another attempt.

TETRIS ULTIMATE • MAIN EVENT • SATURDAY • 3:00 AM-4:30 PM • FREEPLAY ARCADE

- A standard four-round, 16-bracket, single-elimination seeded tournament tree will be created from the top 16 qualifying scores.
- Matches will be head-to-head in "Battle" mode with "Default Settings" see Game Settings below. Matches will be best of five. Final Match will be best of seven.
- Game Settings: Handicap 0, Next Queue 1, Hold Queue ON, Ghost Piece ON, Random Generator 7-BAG, Lock down EXTENDED, Super Rotation ON, Auto Repeat Rate 8, Auto Repeat Delay 8, Soft Drop 1

1ST PLACE • \$500, 2ND PLACE • \$250, 3RD PLACE • \$125

QUALIFYING ROUND • SATURDAY • 10:00 AM-4:30 PM • FREEPLAY ARCADE

- Tournament Format is original 8-bit Nintendo Tetris (not Tengen).
- You are allowed to bring your own controller as long as it is an original standard unmodified NES controller.
- Entry fee is \$10. Once paid, entrants can make as many qualifying attempts as they are willing to stand in line for. NES stations will be available to rent for a period of one hour for an additional fee.
- Qualifying attempts will be on type A Tetris for highest score starting on level 9 or higher.
- Once an entrant's game is over for any reason, they must make sure their score is recorded by a scorekeeper and then return to the back of the line for another attempt.
- The Qualifying Round will determine the seeding of a 32-person tournament bracket for the Main Event on Sunday.
- In the event of multiple max-outs during qualifiers, those seeding ties will be broken by 2nd best score of the day. If multiple players score 2 max-outs, ties will be broken by 3rd highest score of the day, and so on.
- This year there will be 4 NES stations available for blocks of uninterrupted qualifying attempts. Each player has the option to reserve a station for one hour for an additional fee of \$20. At the player's scheduled time, they can complete 10 qualifying attempts, or play for one full hour (whichever comes first). Players who choose to rent stations may also stand in line for additional attempts throughout the rest of the Qualifying Round.

THE MAIN EVENT • SUNDAY • 10:00 AM-4:30 PM • FREEPLAY ARCADE

A five-round, 32-bracket seeded tournament tree will be created from the top 32 qualifying scores. With Seed 1 playing seed 32, seed 2 playing seed 31, etc., with standard format of higher seeds gaining advantage throughout the tree.

ALL HEAD-TO-HEAD MATCHES WILL PROCEED AS FOLLOWS:

- Each match is first to win two games.
- The higher seed chooses a starting level from 9-18 for game 1.
- The lower seed chooses a level from 9-18 for game 2.
- If needed higher seed chooses level for game 3. (level 13 is lowest allowed for Top 8).
- The players, competing side-by-side, will begin on the agreed level and push start simultaneously at the prompt of an announcer. The player with the highest score for that game wins.
- If one player tops-out and the other player already has a higher score, the game is finished.
- If one player tops-out and the other player has a lower score, that player will continue until they either top-out (having lost) or exceed the other player's score, winning the game.
- The match will continue until one player has won two games (best 2 out of 3). That player will proceed to the next round.
- The tournament will consist of five rounds in the free play area.
- The final round (round 5) will be first to win 3 games (best 3 out of 5).



PIGSquad

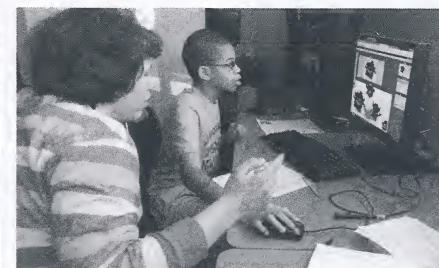
Join the Portland Indie Game Squad's community of game makers and players to participate in free resources, events, and networking opportunities including:

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Visit our booth to play awesome local indie games!

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Pixel Arts Game Education: Youth Making Games!



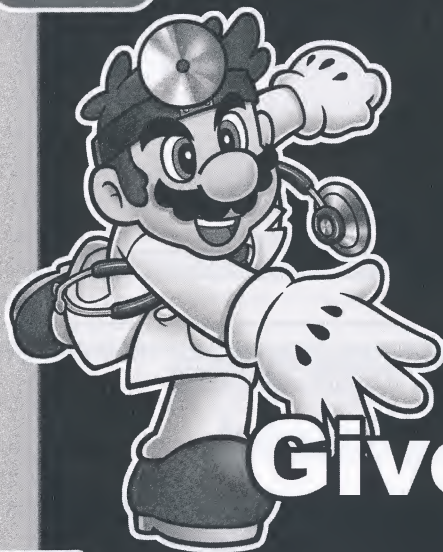
Pixel Arts Game Education creates safe learning places for youth and adults to make game worlds together. Register your youth for game camps, sign up to volunteer or intern, or introduce us to your learning community so we can bring camps to your area!

Visit us at the Portland Indie Game Squad & Pixel Arts booth to ask about our project to connect youth game makers to the **Portland Art Museum**. Contact us via www.GameEducationPDX.com.

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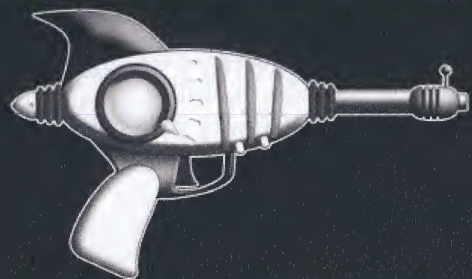
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SATURDAY JAN. 23



Retro Gaming SWAP MEET 2016



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